



Blending Training Environments to Achieve Multi-Echelon CAM and WAS Proficiencies



“Bridging the virtual environments to validate a scenario, certify leaders, and rehearse events through ‘ruthless repetition’ under varied conditions establishes proficiency”



2 SBCT

-COL Michael A. Getchell, CDR, 4-





Combined Effects of L-V-C Environments for Multi-Echelon Training



Agenda

- **Where we were:**

OPN ARROWHEAD SHOCK

- **Where we are:**

- **Leader Centric Battalion Attack (LCBA)**
- **Virtual Fire Coordination Exercise (V-FCX)**

- **Where we are going:**

V-STX (Co Defense)
L-V-C STX (Bn Offense)



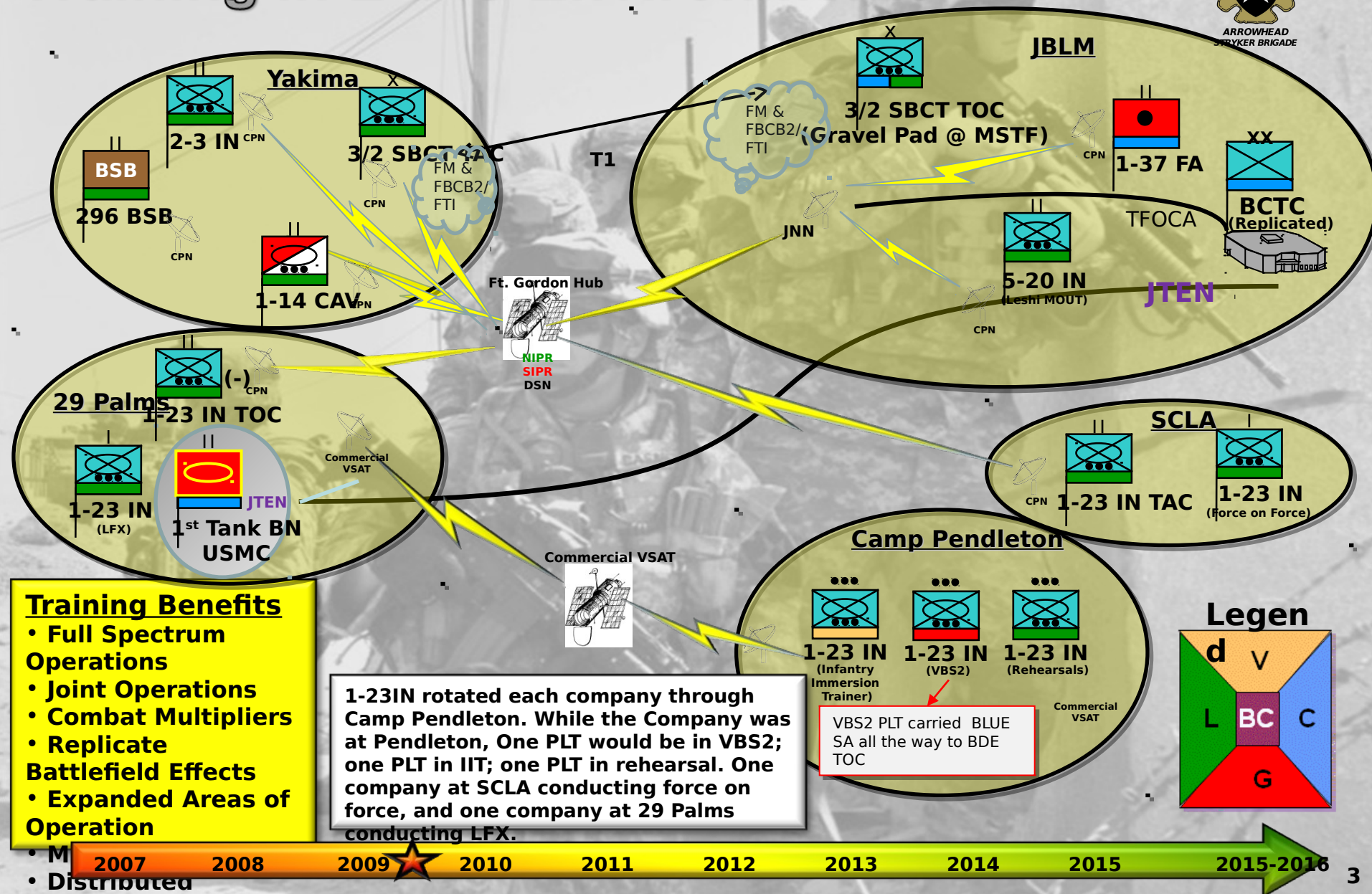
Mission Command Training Capability

MCTC

Joint Base Lewis-McChord, WA



The image displays two military logos. On the left is the 3rd Stryker Brigade logo, featuring a tan arrowhead shape with a black center containing a white star and a soldier's silhouette. The number '3' is in the upper left, and the text 'ARROWHEAD STRYKER BRIGADE' is at the bottom. On the right is the 1st Cavalry Division logo, featuring a large yellow '1' with a flame-like top, set within a circular frame. Below the '1' is a banner that reads 'AMERICA'S CORPS' and 'COURAGE' on a red ribbon below that.

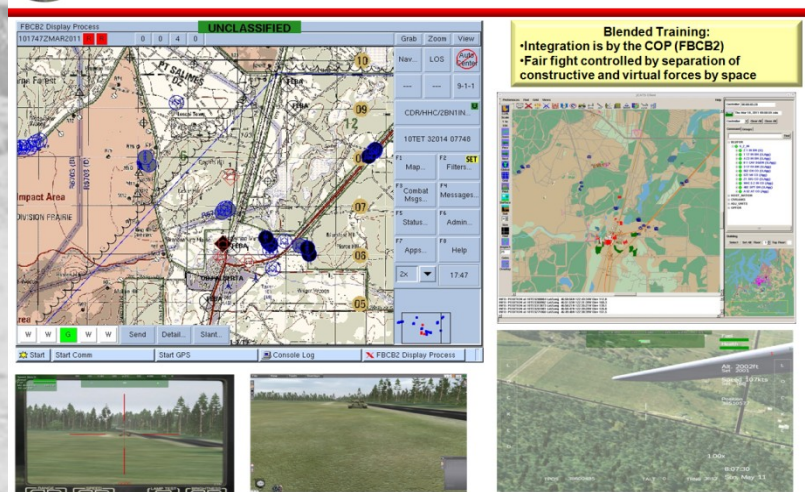


4-2 SBCT "Raiders" Leader Centric Battalion Attack (LCBA)

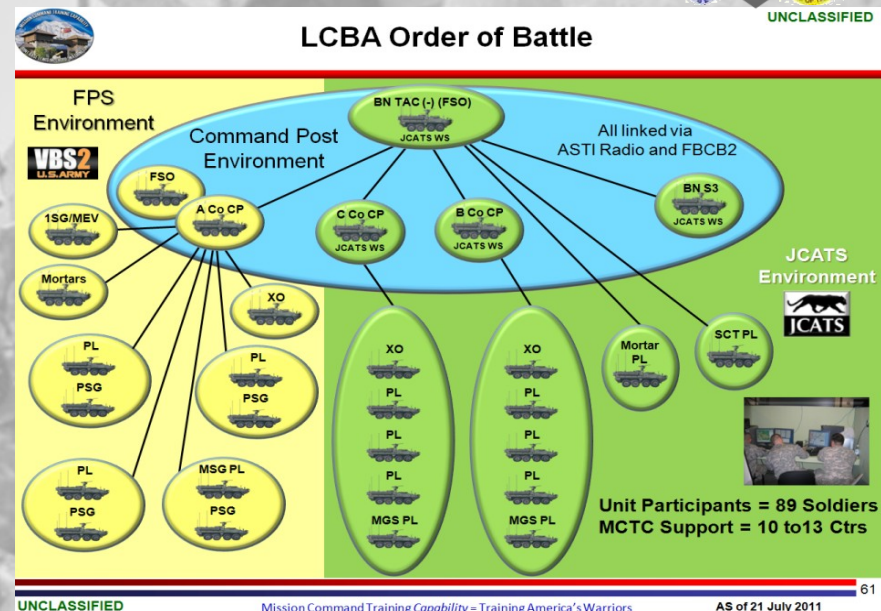


- 1. Battalion Leaders' training event involving three leader teams (BN CDR-Co CDR-PL) in the high end of the spectrum of conflict using constructive and virtual enablers to simulate and stimulate battalion tactical offensive operations.**
- 2. Key Leader interaction and communication over voice and lower TI networks emphasizing reporting across formation's primary span of control (Battalion to Company and Company to Platoon).**

Integrated Training Environment Home Station Terrain



UNCLASSIFIED Mission Command Training Capability - TrainingAmerica's Warriors AS of 21 July 2011



3. Combined Arms Training Strategy Task emphasis (Task Number)

- 4.1. Conduct Offensive Operations (07-TS-1126)**
- 4.2. Conduct Defensive Operations (07-TS-1127)**
- 4.3. Move Tactically (CO) (07-TS-2475)**
- 4.4. Attack (CO) (07-TS-2473)**
- 4.5. Defend (CO) (07-TS-2474)**

4. Expose BN Staff and Commanders to MCTC training capabilities.

2007

2008

2009

2010



2012

2013

2014

2015

2015-2016

Raider BCT Virtual Fire Coordination Exercise (V-FCX)



BCT Training event that validates leaders' abilities to synchronize employment and effects of fires. That fuses live and virtual enablers, Trains Leaders, validates a CALFEX scenario, and allows for multiple, "low cost" rehearsals prior to moving to the live environment.

BCT and Battalion provide higher control response cell and enablers.

Company/Troop Commander, Platoon Leaders and Platoon Sergeants conduct CAM-based missions utilizing VBS2 as the training vehicle for a CALFEX scenario.

Virtual event supported by live Fire Direction Centers, 1 x M777 howitzer with crew, 1 x 120mm mortar with crew, and 1 x 60mm mortar with crew. Computation time, crew time, and time of flight factored in delivery of fire to enhance realism (Dry-Fire Missions)

Virtually Validates or Refines Live...

- ...Scheme of Fires
- ...Scheme of Maneuver
- ...Triggers
- ...Observer Plan
- ...Maneuver and Fire Boxes for CALFEX

2007

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2011



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2015-2016

Future Initiatives to Blended Training Environments....

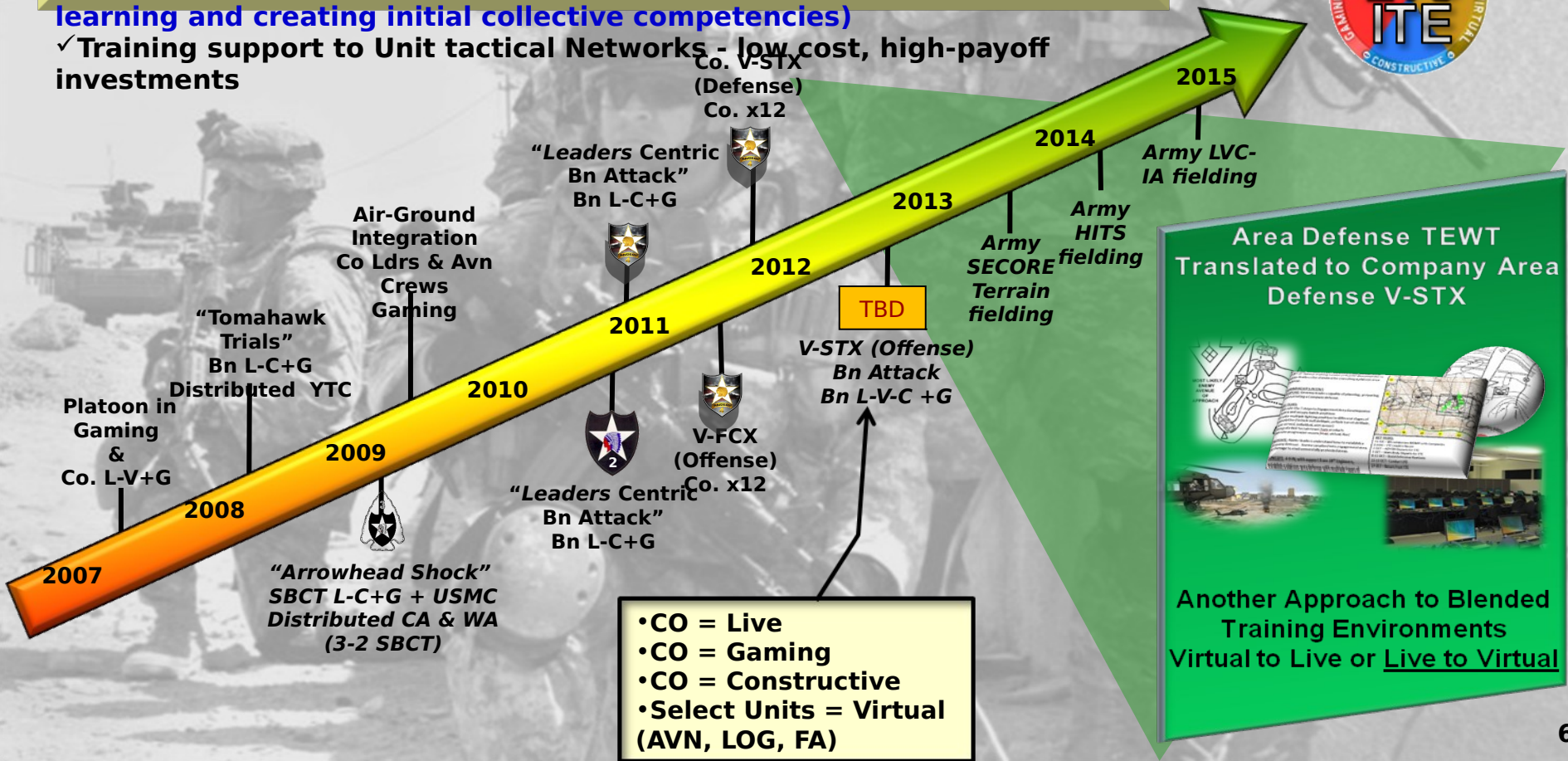
a Persistent capability



I Corps key principles for enabling SBCT & below Training:

- ✓ Responsiveness to unit Commander's Mission driven needs.
- ✓ Relevant, realistic and highly usable Home-station scenarios/event conditions.
- ✓ Event correlation around the LIVE environment JBLM & YTC Terrain - Always!
- ✓ Train & certify unit formation leaders, early and creatively.
- ✓ Leverage L-V-C+G to establish proficiency through "Ruthless Repetition" under varied conditions (under-pin BCT 'how we fight' learning and creating initial collective competencies)
- ✓ Training support to Unit tactical Networks - low cost, high-payoff investments

SBCT Full Use Cases (YTC, JBLM)



Area Defense TEWT Translated to Company Area Defense V-STX



Another Approach to Blended Training Environments Virtual to Live or Live to Virtual

- CO = Live
- CO = Gaming
- CO = Constructive
- Select Units = Virtual (AVN, LOG, FA)



Questions?

